

Muthana Ahmad Rebabah

+962797557432 | muthanarababh@gmail.com | <https://www.linkedin.com/in/muthana-rababh/>

PROFESSIONAL SUMMARY

I'm a computer scientist with expertise in Android and game development with Kotlin, Unity, and UE 5. My school background and self-study have improved my coding abilities. I've worked on a variety of game development projects with well-known firms. As a freelance developer, I've broadened my knowledge of UE 5 and Unity. I'm keen to contribute to the IT and game development industries, and I've a varied GitHub profile.

EDUCATION AND PROFESSIONAL QUALIFICATION

Al al-Bayt University

2018-2022

- Bachelor's program in Computer Science

TRAINING CERTIFICATES

Udemy

- Ultimate Game Developer Course Gained expertise in Unreal Engine 5 and C++ programming by creating an action-RPG style open-world game, covering advanced UE5 . 2023

Orange Coding Academy

- Comprehensive training in Unity game development, including 2D and 3D game creation, AI, animations, UI design, and bug fixing. 2022

Udemy

- The Complete Android 12 & Kotlin Development Masterclass covering Kotlin programming for Android app development. 2021

Step by Step Academy

- Intensive Android app development course covering Android basics, advanced topics, Firebase integration, and more. 2019

PROFESSIONAL EXPERIENCE

Freelance Game Developer

Intermediate level

Feb/2024 – Present

- Specialized in UE5 and Unity, successfully delivering diverse game projects while freelancing.
- Designed, developed, and optimized engaging and associated games, showcasing versatility across teams to understand project requirements, consistently delivering high-quality, on-time results.
- Demonstrated adaptability by actively participating in bug fixing, optimization, and testing phases to ensure optimal game performance.
- Kept abreast of industry trends and emerging technologies to offer advanced gaming experiences.

Smart Use Solutions

Intermediate level

Nov/2023 - Feb/2024

- Develop immersive VR experiences using C#, Unity.
- Collaborate with cross-functional teams for seamless integration.
- Optimize code for superior performance on various platforms.

PROFESSIONAL EXPERIENCE - Continued

SteamHub

Intermediate level | Remote

Feb/2023-Jul/2023

- Led the development of a Unity-based building system game, combining C# 70% and other languages 30% expertise to create a peculiar gaming expertise reminiscent of Clash of Clans.
- Mixed advanced features like gyroscopic camera mini-games and in-game alert systems to enhance player arrangement.
- Demonstrated proficiency in both C# and C++, ensuring efficient coding, debugging, and optimization.
- Spearheaded the development of the entire game from scratch, achieving 100% completion in cooperation with a 3D artist.

Maysalward UK

Junior level

Nov/2022-Feb/2023

- Specialized in re-skinning and updating games to enhance user experiences.
- Successfully localized games for diverse markets, expanding global reach and player arrangement.
- Proficiently mixed advertising solutions, optimizing revenue generation and monetization strategies.
- Actively contributed to the development of both casual and hyper-casual games, blending creativity with technical expertise.
- Collaborated remotely with a diverse team on projects spanning 2D platformers, 3D racing games, and mods for a 2D Infinite Runner.

Dominate Company

Junior level

Oct/2020-Dec/2020

- Completed a 30 days intensive training program at Dominate Company, concentrating on Android system development.
- We prioritized teamwork, dedicating 25% of our effort to collaborative projects and achieving successful outcomes, cooperation with designers, and effective utilization of GitHub.
- Application changes were skilled executed and successfully submitted to the platform.

TECHNICAL SKILLS

- | | | |
|------------------|----------|----------------------|
| • Unity | • C# | • Game Systems |
| • UE5 | • C++ | • AI Game Systems |
| • Game Platforms | • Mixamo | • Android Developing |

PERSONAL PROJECT

- Independently designed and developed the European Champions League Draw Game, a unique project merging 25 % Python and 75% Unity for hand detection and interaction in actual time.
- Created a Bullshit card game 75% from scratch prototype in Unity using C#! Features include a 52-card deck, AI players, and plans for multi-player functionality and rule customization.
- And more than 10 repositories for demos.

Languages

- | | |
|--|--|
| • English
Upper Intermediate
B2 - 105 Duolingo certificated | • Arabic
Bilingual Proficiency |
|--|--|